

I Claim

1. A method for playing a video casino gaming device comprising
providing a video display and a computer processor to control the display, said
processor including a first data structure storing data representing at least one deck of
5 playing cards;

the player making a first wager to play the game and prompting play;

the processor in response to prompting of play randomly selecting a control
value and randomly selecting and displaying at least two playing cards;

the processor comparing the at least two card holding to said control value and if
10 said holding has a predetermined relationship to said control value, issuing a first award
to the player, and

the processor randomly selecting and displaying at least one additional card to
define at least a three card holding, the processor comparing the at least three card
holding to said control value and if said at least three cards holding has a
15 predetermined relationship to said control value and has a higher ranking than the two
card holding, issuing a second award to the player.

2. The method of claim 1 comprising said precursor having a control value selected
between an 8 and a Jack and said predetermined relationship of the at least two card
holding is a pair having at least the same value as said control value.

3. The method of claim 1 comprising the player making a second wager prior to
displaying said at least one additional card.

4. The method of claim 3 comprising if said at least three card holding has a
predetermined relationship to the control value and has a higher rank than the two card

holding, issuing the award based upon the first and second wagers.

5. The method of claim 5 comprising issuing a first award based upon the first wager and a second award as a multiplier of the second wager.

6. The method of claim 3 comprising selecting an award schedule including a pair and three of a kind and issuing an award based upon the at least two card holding if the holding is a pair having a value at least as high as the control value and issuing an award based upon the at least three card final holding if (1) the holding has a higher Poker rank than the at least two card holding and (2) is one of (a) a pair having a value at least as high as the control value or (b) a three of a kind.

7. The method of claim 6 comprising issuing an award based on at least the second wager if no card has at least the value of the control value and the at least three card holding is not a three of a kind.

8. The method of claim 1 comprising selecting and displaying at least a fourth card to define at least a four card holding and comparing the at least four card holding to said control value and if said at least four card holding has a predetermined relationship to said control value and has a higher ranking than the at least three card holding, issuing an award to the player.

9. The method of claim 8 comprising the player opting to make a second wager prior to the display of the at least fourth card.

10. The method of claim 9 comprising having an award schedule including,

Two card holding	Pair \geq control value
Three card holding	Pair \geq control value or 3 of a kind
Four Card holding	Pair \geq control value or 3 of a kind or 4 of a kind

11. The method of claim 10 comprising issuing an award based on at least the second wager if the at least four card holding (1) has not resulted in any award to the player and (2) none the card values are least as high as the control value.

5 12. The method of claim 8 comprising selecting and displaying a fifth card to define a final five card holding, comparing the five card holding to said control value and if said five card holding has a predetermined relationship to said control value and has a higher ranking than the four card holding, issuing a second award to the player.

13. An electronic device for play a casino game comprising:

10 a display;

a processor and a data structure storing data representing the playing cards of at least one deck;

means for the player to make a wager and prompt play of the game;

15 said processor configured to, in response to prompting of play, (i) randomly select and display at said display a control value and (ii) randomly select and display at the display at least two playing cards defining a first holding and to compare the first holding to a predetermined schedule of winning outcomes and if the first holding has a winning outcome, issuing a first award to the player; and

20 said processor configured to (i) select and display at least one additional card to define a second holding, (ii) compare the second holding to a predetermined schedule of winning outcomes and if (iii) the second holding has a winning outcome and (iv) outranks the at least two card holding, issuing a second award to the player.

14. The device of claim 13 comprising a second data structure storing data

representing an award schedule including the following Poker rankings,

First holding

Pair \geq Control Value

Second holding

Pair \geq Control Value or 3 of a kind

15. The device of claim 13 comprising configuring the processor to select and
5 display at least one additional card to define a third holding, (ii) compare the third
holding to a predetermined schedule of winning outcomes and if (iii) the third holding
has a winning outcome and (iv) outranks the second holding, issuing a third award to
the player

16. The device of claim 15 comprising a second data structure storing data
10 representing an award schedule including the following Poker rankings,

First holding

Pair \geq Control Value

Second holding

Pair \geq Control Value or 3 of a kind

Third holding

Pair \geq Control Value or 3 of a kind or 4 of a
kind

15 17. The device of claim 15 comprising configuring the processor to select and
display at least one additional card to define a fourth, five card, holding, (ii) compare
the fourth holding to a predetermined schedule of winning outcomes and if (iii) the
fourth holding has a winning outcome and (iv) outranks the third holding, issuing a
fourth award to the player

18. The device of claim 17 comprising a second data structure storing data representing an award schedule for the fourth holding including the following Poker rankings,

Royal Flush
Straight Flush
4 of a Kind
Full House
Flush
Straight
3 of a Kind
Two Pair
Pair \geq Control Value

19. A method for a player to play a card game with a deck of playing cards comprising:

the player making a first wager to play the game;

selecting and displaying a control value card and at least two playing cards;

comparing the at least two card holding to said control value and if said holding

has a predetermined relationship to said control value, issuing a first award to the player based upon the first wager,

selecting and displaying at least one additional card to define at least a three card holding; and

comparing the at least three card holding to said control value and if said at least three cards holding has a predetermined relationship to said control value and has a higher ranking than the two card holding, issuing a second award to the player based upon the first wager.